



SANDLAKE – GALLOWAY ROAD CONSTRUCTION PROJECT

What's happening on the job?

Rain and more rain is putting the brakes on progress. Initially we had hopes of putting down more asphalt before the Memorial Day weekend. But Mother Nature interfered with a little rain, did I say a little rain, well I should have said a whole bunch of rain. So as you might of guessed everyone is going to be driving on gravel over the holiday weekend both east and south of the Three Capes intersection. On the good news side the gravel sections are not lengthy, so if you take your time your vehicle might get a little dirty but the minute or two extra should not create too many problems. Hopefully, with good weather these sections will be ready for pavement in two weeks. I said two weeks since next week is a short workweek. Monday is Memorial Day and from Memorial Day to Labor Day the contractor is restricted from using traffic stops on Friday. So Tuesday through Thursday is not enough time to get everything finished and still allow a day for paving.

Next week our contractor will continue working the area around Three Capes intersection to finish up the last of the gravel and do the fine grading getting this ready for asphalt.

If, and I do mean IF, the weather allows, that is NO RAIN, the contractor will start work on the slopes and culverts in the first ½ mile in from Highway 101. This new work area will likely result in two traffic stops next week, but again we are trying for no more than 30 minutes combined, Monday through Thursday. Friday and Saturday you might see work going on but without traffic stops or flaggers.

We hope everyone enjoys the Memorial Day weekend and be safe over the holiday; we want to see you driving through on Tuesday. And remember to **BUCKLE UP**, it's like money in the bank, not only do you reduce your injury risk should you end up crinkling a fender, you eliminate the possibility of having to pay a ticket.

*** * EXPECT 30 MINUTE DELAYS IF YOU PLAN TO TRAVEL**
6:30 AM in the morning to 7:00 PM in the evening